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Bust a Move

Bust a Move is a classic puzzle video game series originally developed and published by Taito.

The series is known for its tile-matching gameplay, similar to titles like Puzzle Bobble or Puzzle Bubble.

Players control a cannon that shoots colored bubbles upward to form groups of three or more identical bubbles, which then pop and clear from the screen.

Players aim and shoot bubbles into a field of bubbles at the top of the screen.

Bust a Move

When three or more bubbles of the same color connect, they burst, clearing space and earning points.

The goal is to clear the bubbles before they reach the bottom of the screen.

Various modes include single-player, multiplayer, and timed challenges.

The original Bust a Move** (also known as Puzzle Bobble in some regions) was released in arcades and later on home consoles like the SNES, Sega Genesis, PlayStation, and others.

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Bust a Move

The franchise has multiple sequels and spin-offs across different gaming platforms, often adding new features, characters, and game modes.

Bust a Move remains a beloved classic puzzle game series, known for its simple yet addictive gameplay, appealing to a broad audience.

It has been ported to many systems and continues to have a dedicated fan base.

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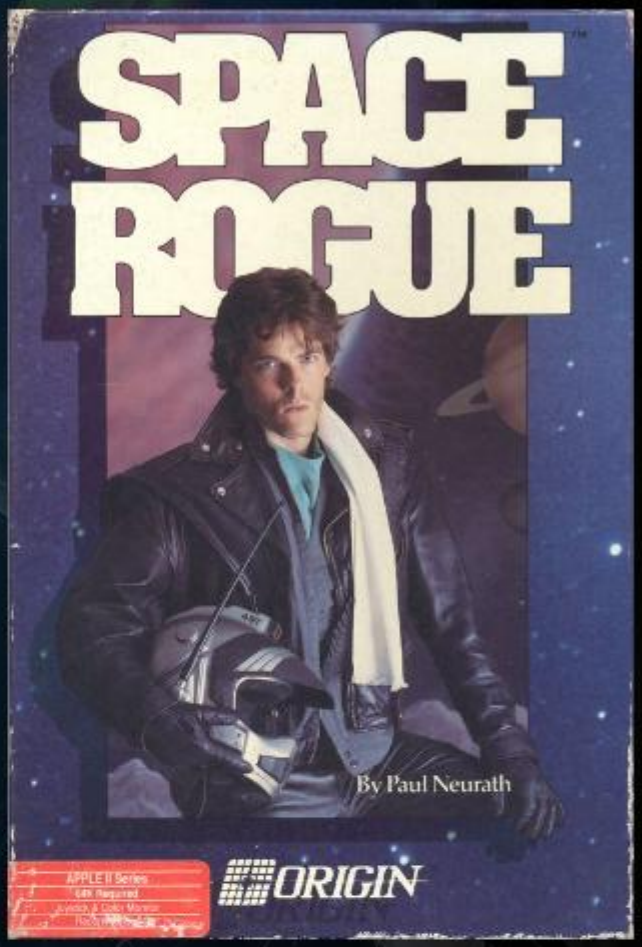
Space Rogue



Space Rogue is a science fiction-themed action-adventure video game developed by Micro Prose and released in 1990.

It is notable for its blend of role-playing, space combat, and exploration gameplay, set in a futuristic universe.

Space Rogue combines elements of space combat, exploration, and role-playing.

Players assume the role of a space pilot navigating various missions across different planets and star systems.

Space Flight & Combat:** Engage in real-time space battles with enemy ships using a variety of weapons.

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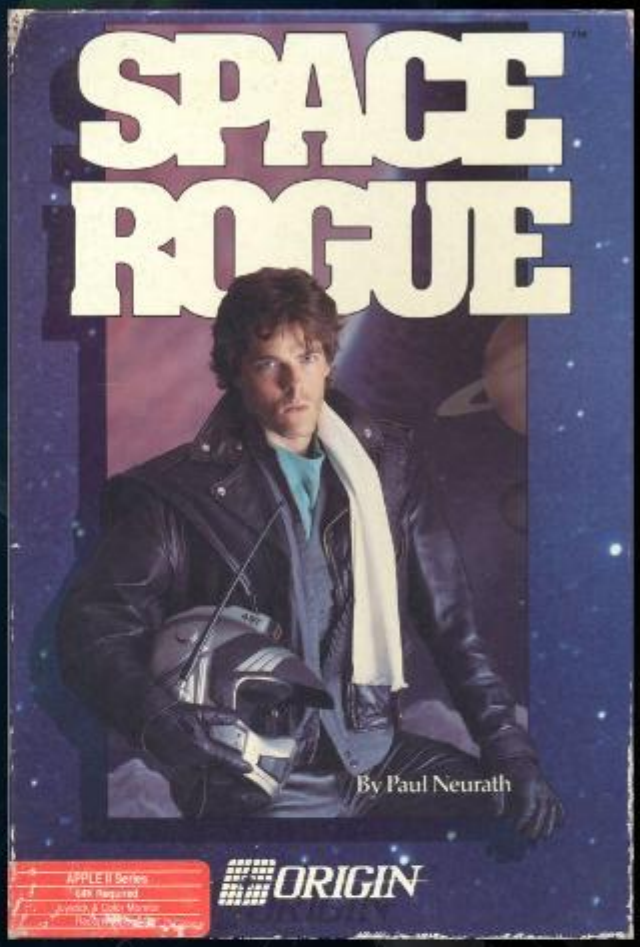
Space Rogue



Planet Exploration you can Land on planets and moons to explore environments, interact with Non Playable Characters, and complete missions..

Role-Playing Elements you can Customize your ship, upgrade weapons, and develop your character's skills.

Mission-Based Structure and Complete a variety of missions, including combat, reconnaissance, and trade.

The are Multiple Endings and The choices you make influence the storyline and ending.

Set in a detailed futuristic universe, Space Rogue** features a rich narrative involving intergalactic politics, mercenaries, and alien civilizations.

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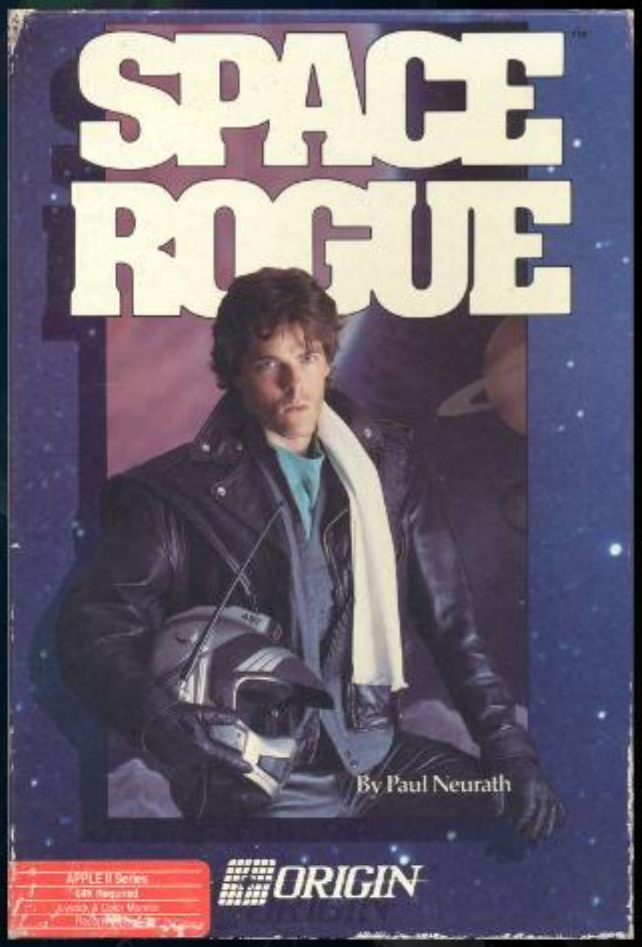
Space Rogue



The game emphasizes player choice and strategic decision-making.

Space Rogue** was praised for its ambitious combination of genres, blending space combat with Role Playing games elements.

It offered depth and replayability, appealing to fans of space sims and role-playing games.

While not as widely known as some other space sims like Elite or Wing Commander, Space Rogue** remains a cult classic among retro gaming enthusiasts for its innovative gameplay and immersive universe.

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Their Finest Hour

Their Finest Hour is a combat flight simulation video game developed by Micro Prose and published in 1989. It is part of the Battle of Britain series and is focused on aerial combat during World War II.

Their Finest Hour simulates the aerial battles over Britain during the Battle of Britain and other WWII air campaigns.

Players assume the role of a WWII RAF (Royal Air Force) pilot, engaging in dogfights against German Luftwaffe aircraft.

Realistic Flight Mechanics physics and controls aim to reflect actual WWII aircraft behavior.

Missions set during the Battle of Britain, as well as other WWII air battles.

Their Finest Hour

Aircraft Selection:** Fly various WWII fighters like the Spitfire, Hurricane, and Messerschmitt Bf 109.

Mission Objectives Include dogfights, bomber escorts, and ground attack missions.

Dynamic Weather and Conditions effects impact gameplay and aircraft handling.

The game features 2D graphics with detailed sprites and terrain.

Sound effects simulate engine noises, gunfire, and explosions, adding to immersion.

Their Finest Hour was praised for its realistic flight physics and engaging gameplay, making it a popular title among WWII flight simulation enthusiasts of the late 1980s and early 1990s.

It is considered a classic flight sim and a key part of the Battle of Britain** series, influencing future WWII flight games.

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Pilot Wings n64

Pilot wings 64 is a flight simulation and action game developed and published by Nintendo for the Nintendo 64 console.

Released in 1996, it is a sequel to the original Pilot wings for the Super Nintendo Entertainment System (SNES).

Pilot wings 64 offers players a variety of flying challenges and mini-games, combining realistic flight mechanics with accessible, arcade-style gameplay.

Players can choose from multiple aircraft and vehicles, each with unique controls and objectives.

Aircraft & Vehicles Includes hang gliders, jet packs, light planes, skydiving, and more.

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Pilot Wings n64

Pilot Wings has Variety of Missions Tasks ranging from flying through rings, precision landing, skydiving accuracy, and stunt flying.

Pilot Wing has Multiple Modes including Single player campaign with different difficulty levels and objectives.

Pilot Wings has open environments such as islands and airstrips to explore and complete challenges.

Completing missions unlocks new aircraft and features.

Pilot Wings Uses the Nintendo 64's 3D graphics to create colorful, vibrant environments.

Sound effects and music complement the gameplay, enhancing the fun and arcade like atmosphere.

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Pilot Wings n64

Pilot wings 64 is praised for its accessible yet challenging gameplay and impressive use of 3D graphics at the time.

It remains a beloved classic among Nintendo 64 titles and is celebrated for its fun, family-friendly gameplay.

It has inspired many flying and simulation games and is often remembered as one of the standout launch titles for the Nintendo 64.

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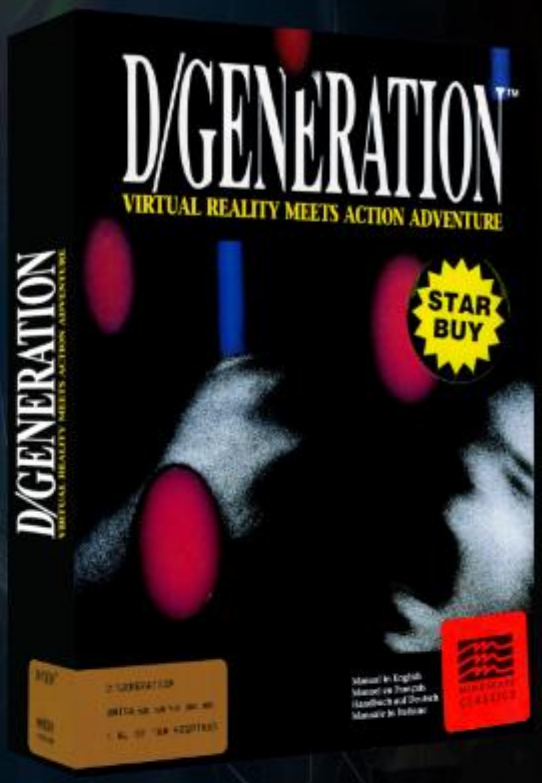
D/Generation Amiga/ST



D/Generation is a classic puzzle-platformer and action game originally released in 1991 for multiple platforms, including the Amiga, Atari ST, DOS, and others.

It's known for its innovative gameplay, dark humor, and atmospheric design.

D/Generation** takes place in a high-tech, futuristic laboratory or city environment that has been overrun by a mysterious virus or infection.

The player assumes the role of a security guard or agent tasked with navigating through levels to eliminate or contain the threat.

Puzzle Solving Players must navigate through rooms filled with enemies, traps, and hazards by solving puzzles.

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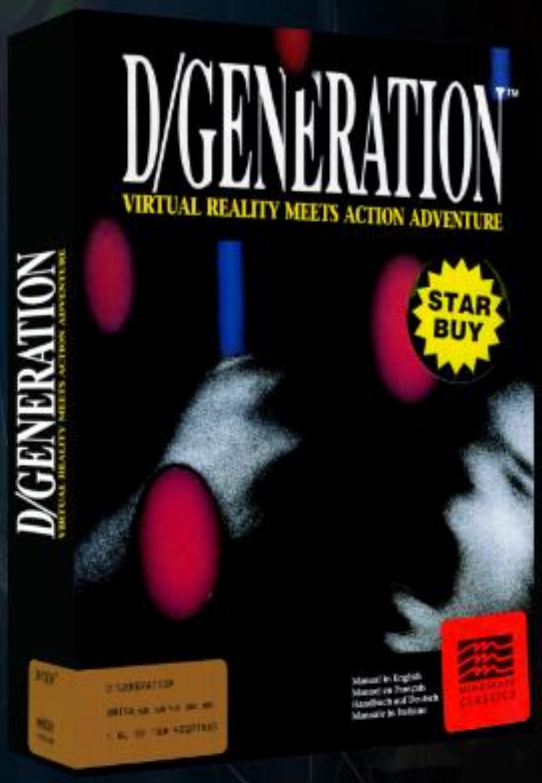
D/Generation Amiga/ST



Stealth & Combat You can avoid enemies or fight them using various tools or weapons.

Each level is a maze-like environment with multiple pathways, requiring strategic planning and timing.

D/Generation has gritty graphics with detailed sprites typical of early '90s science fiction settings.

The games Atmospheric sound effects and music contribute to the tense, sci-fi mood of the game.

The game has a distinctive tone, mixing horror, sci-fi, and humor.

Innovative Gameplay Combines puzzle elements with action, requiring players to think and react quickly.

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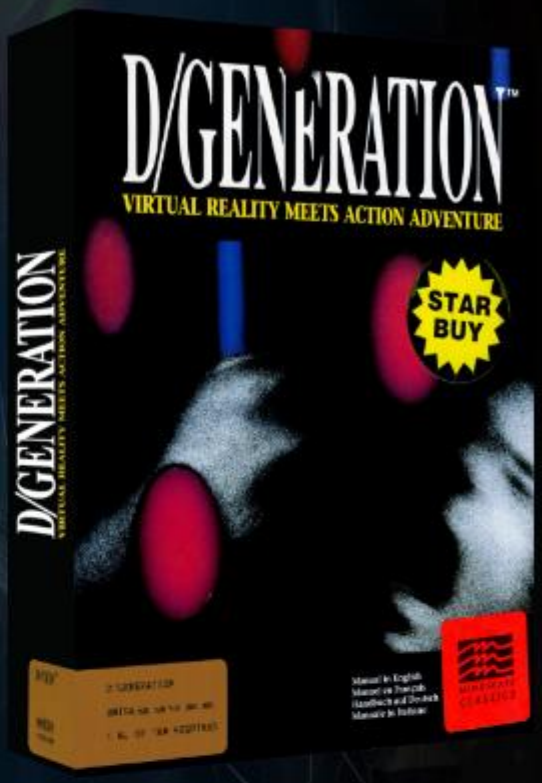
D/Generation Amiga/ST



D/Generation Considered a cult classic, praised for its challenging gameplay and atmosphere.

D/Generation is remembered as a pioneering title that influenced later puzzle and stealth games, appreciated for its clever level design and unique aesthetic.

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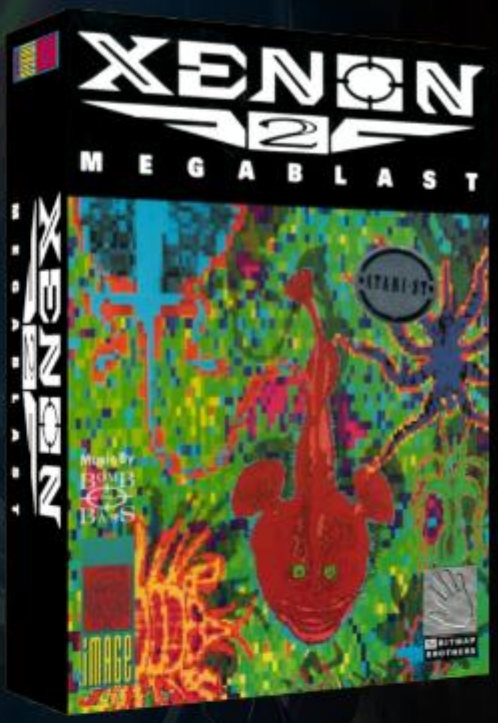
Xenon 2 Mega blast



**Xenon 2 Mega blast is a classic vertically scrolling shoot 'em up developed by The Bitmap Brothers and originally released in 1989 for the Amiga.

It's renowned for its intense gameplay, innovative graphics, and memorable soundtrack.

Xenon 2 Mega blast features fast-paced, action-packed gameplay where players control a spaceship and fend off waves of enemies across various levels.

Power-Ups, you can Collect weapon upgrades, shields, and special abilities to enhance firepower.

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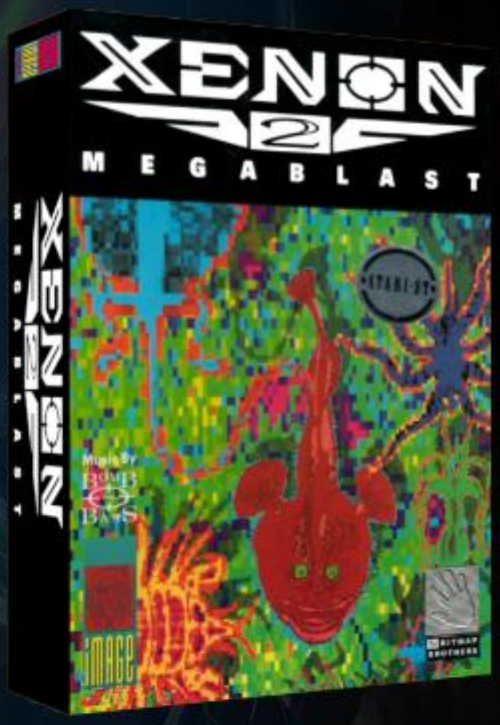
Xenon 2 Mega blast



Multiple types of weapons with different firing patterns, which can be upgraded and customized.

Levels are filled with enemy ships, bosses, and obstacles, with intricate backgrounds and effects.

Xenon 2 Mega blast was known for its vibrant, detailed pixel art and a memorable electronic soundtrack, including the famous Mega blast track(a remix of Bomb the Bass's song).

The soundtrack, especially "Megablast," became iconic and is strongly associated with the game.

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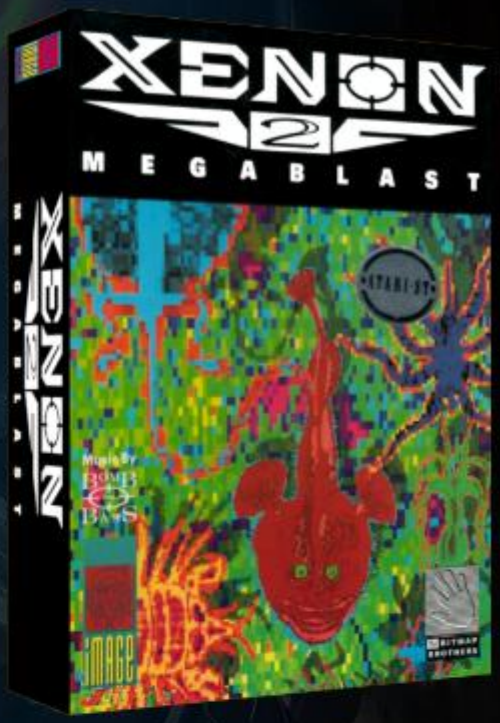
Xenon 2 Mega blast



The was known for Difficulty and its challenging gameplay, requiring quick reflexes and strategic use of power-ups.

Multimedia Presentation Pushed the limits of the hardware at the time with impressive visuals and sound.

Xenon 2 Megablast** is regarded as one of the best shoot 'em ups of its era, praised for its gameplay, music, and visual design.

Its influence can be seen in later shooters, and it remains a favorite among retro gaming fans.

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Sega Bass Fishing.

Sega Bass Fishing, originally known as "Get Bass" in Japan, is an arcade fishing video game developed by Sega.

It first launched in arcades in December 1997 and has since been ported to various platforms, including Dreamcast (1999).

Dreamcast port was particularly notable for its compatibility with the Sega Fishing Controller, which enhanced the immersion and gameplay.

Sega Bass Fishing is an arcade-style simulation where players aim to hook and reel in various types of bass within a time limit.

The core gameplay involves, Lure Selection Choosing from a variety of lures to attract different fish.

Sega Bass Fishing.

Reeling and Rod Movement, Once a fish bites, players must reel it in strategically, often requiring precise rod movements (left, right, up, down) and careful management of line tension to prevent the line from breaking or the fish from getting away.

The game provides on-screen and aural instructions to guide players.

In arcade mode, players need to catch a certain weight of fish within a time limit to progress to the next stage.

The game features different fishing locations, often with varying conditions like time of day, weather, and season, which can affect fish behavior.

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Sega Bass Fishing.

The Dreamcast and later ports expanded on the original arcade's four stages, adding more and introducing modes like practice and tournaments (Amateur, Challenge, Professional, Masters Classic).

The game was generally well-received, especially its Dreamcast version, which leveraged the unique fishing controller for a more immersive experience.

While the arcade version focused on quick, coin-op action, the home console versions added more depth with unlockable lures and tournament modes.

Home-front is a first-person shooter video game series known for its dystopian near-future setting where a unified Korea occupies the United States.

Set in 2027, the game depicts a resistance movement fighting against the military occupation of the Western United States by the Greater Korean Republic.

The backstory involves a collapse of the U.S. economy and a bird flu epidemic, leading to the Greater Korean Republic expansion and eventual invasion of America.

Home Front is a linear, cinematic first-person shooter with a focus on guerrilla tactics.

The multiplayer component was generally well-received for its large-scale, vehicle-based combat and "battle points" system.

Home-Front with it`s Dystopian bleak vision of an occupied America, exploring themes of resistance, oppression, and the human cost of war.

Guerrilla Warfare is the core gameplay element of home-front.

Home-Front received Mixed Reception on release, While the original Home-front's multiplayer was praised.

Home-Front single-player campaign was often criticized for its short length.

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BLOODY ROAR PRIMAL FURY

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Bloody Roar Primal Fury is a fighting game released for the Nintendo Game Cube in North America on March 19, 2002, and in Europe on May 3, 2002.

It is known as "Bloody Roar Extreme" in Japan and for its later Xbox port.

Beast Transformation is The core mechanic of the Bloody Roar series is the ability of its characters, called Zoanthropes, to transform into powerful beast forms mid-fight.

BLOODY ROAR
PRIMAL FURY

Bloody Roar Primal Fury

This grants them increased strength, new moves, and access to Hyper-Beast mode for even more devastating attacks.

The game features 16 fighters, each with their own unique human and beast forms, fighting styles, and special moves.

Bloody Roar Primal Fury

While Bloody Roar Primal Fury is described as a "button-masher" by some, the game also encourages learning character abilities and limitations, as well as chaining together combos for significant damage.

Bloody Roar Primal Fury includes standard fighting game modes such as Arcade, Versus (2-player head-to-head), Time Attack, Survival, and Team Battle.

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BLOODY ROAR PRIMAL FURY

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Bloody Roar Primal Fury

Arenas Battles take place in 10 interactive and destructible multi-level arenas.

Players can unlock additional characters, cheats, and other content by progressing through the Arcade mode.

Bloody Roar: Primal Fury received generally favorable reviews.

BLOODY ROAR
PRIMAL FURY

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BLOODY ROAR PRIMAL FURY

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Bloody Roar Primal Fury

The beast transformation mechanic was consistently praised as a defining and fun aspect that set it apart from other fighting games.

The Game Cube version was noted for its impressive graphics, especially the character models and special effects.

The gameplay is generally considered quick and action-packed.

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BLOODY ROAR PRIMAL FURY

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Bloody Roar Primal Fury

It's often seen as a fighter that's easy to pick up and play, even for newcomers to the genre.

Some found the fighting mechanics to be less technical compared to other prominent 3D fighters of the time (like Soulcalibur II or Tekken.

The storyline and character development were generally considered minimal.

Repetitive Music/Sound was sometimes cited as mediocre.

Bloody Roar Primal Fury

Bloody Roar: Primal Fury is remembered as a solid and enjoyable 3D fighting game for the Game Cube.

Bloody Roar Primal Fury is for those looking for something different with its unique beast transformation mechanic.

Dungeon Siege III

Dungeon Siege III is an action role-playing game (Role Playing Game) developed by Obsidian Entertainment and published by Square Enix. It was released in June 2011 for PlayStation 3, Xbox 360, and Microsoft Windows.

The game takes place in the fictional kingdom of Ehb, roughly 150 years after the events of the original Dungeon Siege.

The story centers on the remnants of the 10th Legion, a once-powerful military force that provided stability to the kingdom for centuries.

Dungeon Siege III

Thirty years prior to the game's start, the Legion was nearly wiped out in a purge led by Jeyne Kassynder, an illegitimate daughter of the king, who rallied the Azunite Church against them.

As a descendant of the 10th Legion, the player is called to a meeting by the Venerable Odo, a former Legion spy, to regroup the scattered forces.

Dungeon Siege III

However, the meeting is attacked by Kassynder's mercenaries, forcing the player to embark on a quest to uncover the truth behind Kassynder's actions, rebuild the Legion, and prevent Ehb from falling into further darkness.

The Story features choices and consequences, a hallmark of Obsidian's Role Playing Games, which can influence alliances and the story's outcome.

Dungeon Siege III

Dungeon Siege III blends fast-paced, hack-and-slash combat with a robust Role Playing Game system.

Players engage hordes of enemies, collect loot, and develop their characters' abilities.

Playable Characters Instead of traditional classes, players choose from one of four unique characters, each with their own backstory, fighting style, and two distinct combat stances they can switch between instantly.

Dungeon Siege III

Lucas Montbarron is A melee fighter using one-handed sword and shield or a two-handed sword.

Anjal is a Archon who can shift between a human form with a spear and an elemental fire form.

Reinhart Manx is A mage who specializes in ranged and close-quarters magic.

Katarina An illegitimate daughter of Hugh Montbarron (a key figure in the Legion), who uses a long-range rifle or dual shotguns.

Dungeon Siege III

The characters not chosen by the player can appear later as AI-controlled companions, each offering different opinions and contributing to conversations.

Combat is real-time and action-oriented.

Characters have a main attack and several skills that consume focus a resource built by landing standard attacks.

Dungeon Siege III

The dual-stance system allows for tactical flexibility during battles.

Players find various gear and equipment with statistical bonuses.

Character progression involves leveling up, gaining skill points to enhance abilities (each with two proficiency options), and talent points for passive abilities.

Dungeon Siege III

The game supports both local (2-player) and online (up to 4-player) co-op.

In co-op, progress is tied to the host's save file, meaning guest characters do not retain their progress or items in their own single-player games.

The online co-op was noted for sometimes being chaotic due to camera issues and shared screen limitations.

Dungeon Siege III

Dungeon Siege III received mixed to positive reviews.

The game's story while perhaps not groundbreaking, was considered more detailed and engaging than typical hack-and-slash Role Playing Games, offering meaningful choices.

The unique playable characters and their distinct combat stances were well-received for adding depth and tactical options to the gameplay.

Dungeon Siege III

The game's graphics and environments were generally considered appealing.

Many long-time fans of the Dungeon Siege series were disappointed by the shift from the party-based, more open-world mechanics of its predecessors to a more linear, character-focused action Role Playing Game.

Dungeon Siege III is seen by many as a decent action Role Playing Game on its own merits.

Dungeon Siege III

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Mercenaries: Playground of Destruction (2005)

Mercenaries Playground of Destruction, released in 2005, is an open-world action game developed by Pandemic Studios and published by LucasArts.

It was originally released for the PlayStation 2 and Xbox.

The game takes place in a fictionalized, war-torn North Korea.

After a military coup led by General Choi Song, who assassinated his own father, the country is plunged into chaos.

An international coalition, including the Allied Nations, China, South Korea, and the Russian Mafia, has moved in, each with their own agendas.

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Mercenaries: Playground of Destruction (2005)

The player steps into the shoes of one of three highly-skilled mercenaries, hired by the Allied Nations to neutralize General Song and his regime by hunting down a list of 52 key targets, known as the "Deck of 52."

Mercenaries is a true open-world sandbox game.

Players have immense freedom to explore the large, destructible North Korean landscape.

There are no strict linear paths; you can tackle missions, collect items, hijack vehicles, or simply cause mayhem at your leisure.

A defining feature of the game is its extensive destruction physics.

Nearly everything in the environment can be damaged or completely destroyed, from buildings and vehicles to trees and bridges.

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Mercenaries: Playground of Destruction (2005)

Choose Your Mercenary
You can select from three distinct mercenaries, each with unique attributes

Chris Jacobs is a North American known for his durability and ability to sustain more damage.

Jennifer Mui is From Hong Kong, she is skilled in stealth and less likely to be spotted.

Mattias Nilsson a Swedish operative who boasts superior speed.

Each mercenary also has different language proficiencies, which can slightly affect interactions with certain factions.

The game features five main factions Allied Nations, South Korea, China, and the Russian Mafia, along with the North Korean Army (your primary enemy).

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Mercenaries: Playground of Destruction (2005)

Players can accept missions from any of the four active factions.

Completing missions for one faction will improve your standing with them, granting access to better gear, vehicles, and intel, but it may also negatively impact your reputation with rival factions.

This dynamic system often forces players to weigh alliances and potential consequences.

The main objective involves hunting down the 52 most wanted members of General Song's regime.

These targets are scattered across the map, and players can choose to either kill them (for half the bounty) or capture them alive (for the full bounty).

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Mercenaries: Playground of Destruction (2005)

Mercenaries: Playground of Destruction was highly praised upon its release for its unprecedented level of environmental destruction, open-ended mission design, and the sheer freedom it offered players.

It was often compared to Grand Theft Auto but with a distinct military focus and a strong emphasis on "blowing stuff up."

The core appeal was the ability to level buildings, bridges, and enemy bases with a vast array of explosives and vehicles.

Mercenaries: Playground of Destruction* remains a cult classic and is fondly remembered for pioneering open-world destruction and for delivering on its promise of a "playground of destruction.

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Mercenaries 2: World in Flames (2008)

Mercenaries 2: World in Flames is an open-world action game developed by Pandemic Studios and published by Electronic Arts.

It was released in 2008 for PlayStation 2, PlayStation 3, Xbox 360, and Microsoft Windows.

It's the sequel to the highly acclaimed *Mercenaries: Playground of Destruction.

The game shifts the setting from North Korea to a fictionalized, oil-rich Venezuela.

RETRO Magazine MERCENARIES 2 WORLD IN FLAMES GAMER

Mercenaries 2: World in Flames (2008)

Players once again take on the role of one of the three returning mercenaries from the first game Chris Jacobs, Jennifer Mui, or Mattias Nilsson.

The story begins with the mercenary being hired by a crooked Venezuelan billionaire named Ramon Solano to rescue a general involved in a failed coup.

After successfully completing the mission, Solano double-crosses the mercenary, attempting to kill them and refusing to pay for their services.

Mercenaries 2: World in Flames (2008)

Mercenaries 2 retains and expands on the series' signature feature: highly destructible environments.

Almost every building, vehicle, and structure in the game can be damaged, collapsed, or utterly obliterated, leading to spectacular explosions and dynamic battlefields.

Mercenaries 2: World in Flames received mixed to average reviews upon release.

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Mercenaries 2: World in Flames (2008)

While it retained many of the elements that made the original popular, it also introduced some issues that drew criticism.

The destruction physics were still a major highlight, allowing for incredibly satisfying explosions and environmental changes.

Open-World Freedom The sandbox nature of the game, allowing players to approach objectives in many ways, was still appreciated.

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Mercenaries 2: World in Flames (2008)

The game was notorious for a number of technical issues, including graphical glitches, AI quirks, and occasional performance problems.

Missions design to be somewhat repetitive, often boiling down to variations of go here, blow this up.

The artificial intelligence of both allies and enemies was often criticized for being inconsistent or unintelligent.

Mercenaries 2: World in Flames (2008)

Mercenaries 2: World in Flames unlike its Predecessor lacked the overall polish and refinement of Mercenaries Playground of Destruction, despite its expanded features.

While the revenge plot provided motivation, the story and characters were generally seen as thin and less engaging than the first game.

Despite its flaws, Mercenaries 2: World in Flames still provided a solid dose of explosive, open-world action for fans of the genre.

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Mercenaries 2: World in Flames (2008)

Its emphasis on large-scale destruction and the freedom to wreak havoc with an extensive arsenal made it enjoyable for many, especially in co-op.

It was the last game developed by Pandemic Studios before their closure in 2009.